

CYBERGENIK RANGER™

Secret of the Seventh Planet



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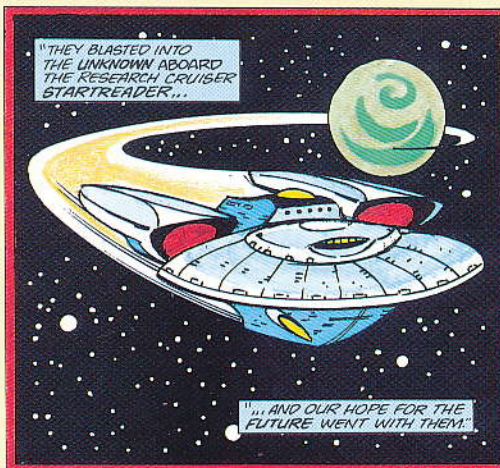
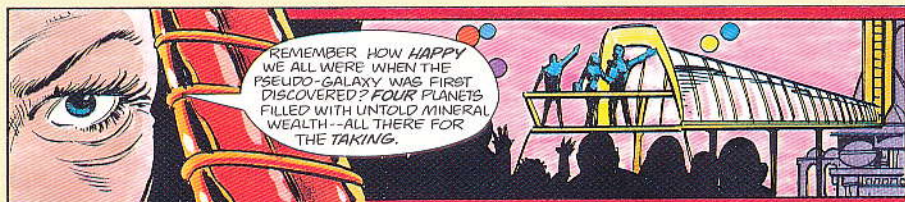
CYBERGENIK RANGER

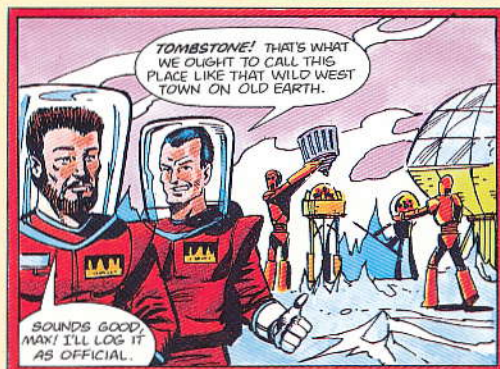
ON THE FRINGE OF KNOWN SPACE A STARFIGHTER
UNLIKE ANY OTHER IN THE GALAXY BEARS AN EQUALLY
UNIQUE MAN TOWARD HIS UNKNOWNABLE FATE.

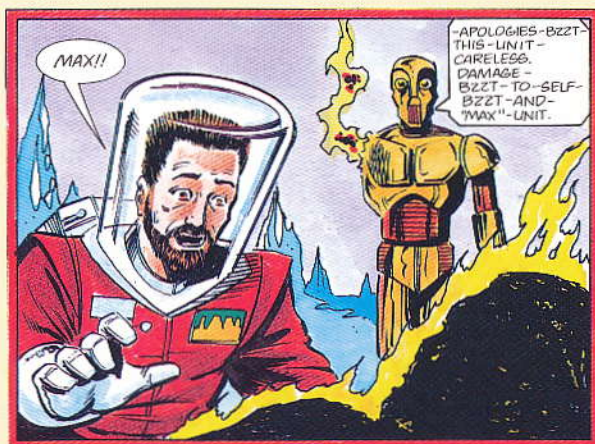
WE HAVE PENETRATED
THE OUTER LAYER OF
THE HYPER HOLE'S
SINGULARITY ENVELOPE,
NINOH. FINAL COURSE
ADJUSTMENT MUST BE
MADE IN 17.65 SECONDS.

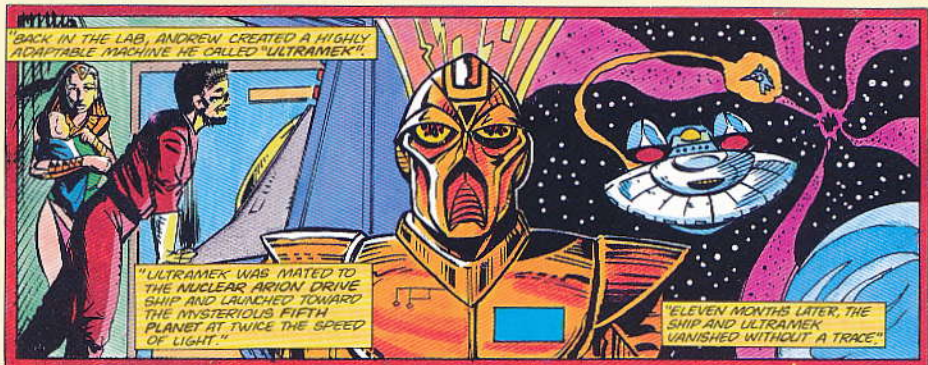
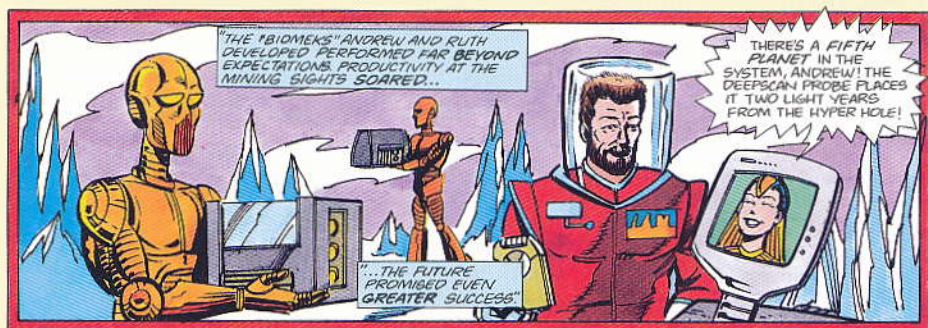
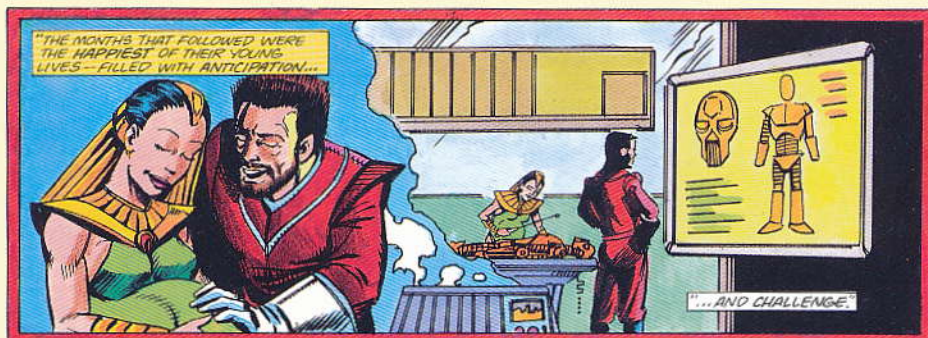
PROCEED WITH
COURSE ADJUSTMENT
PROGRAM. THERE'S NO
TURNING BACK
NOW.

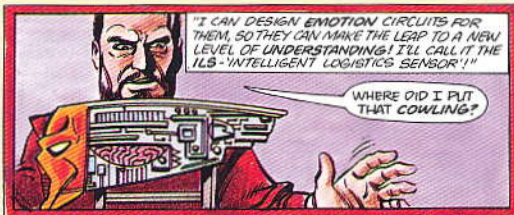
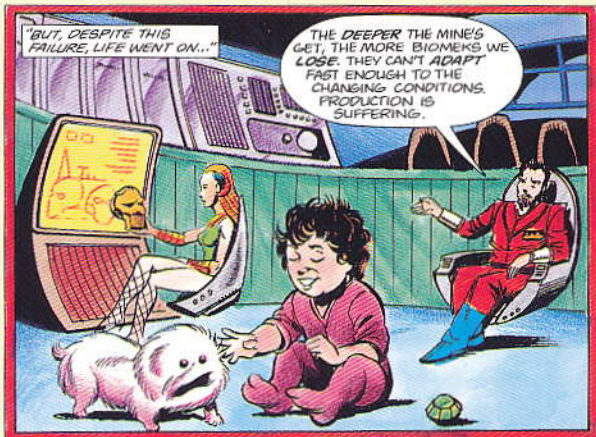


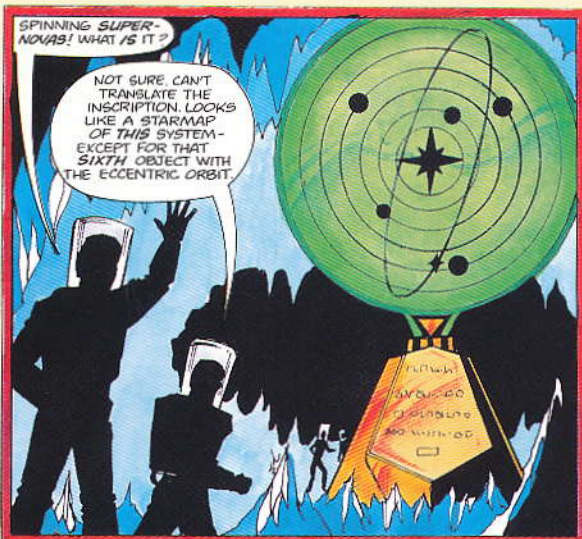


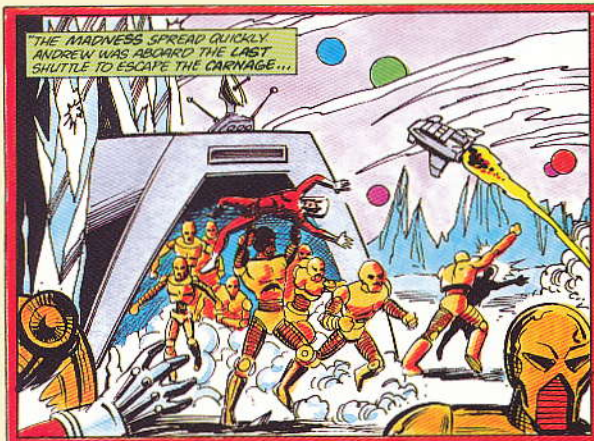


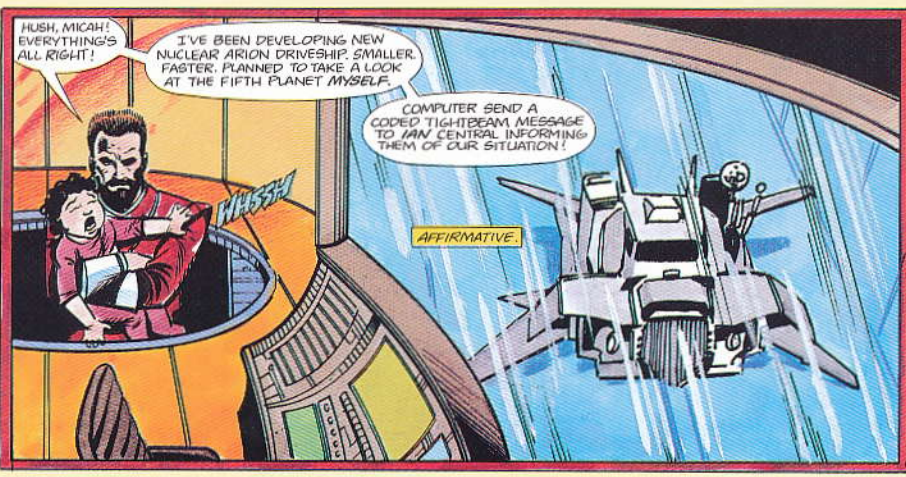
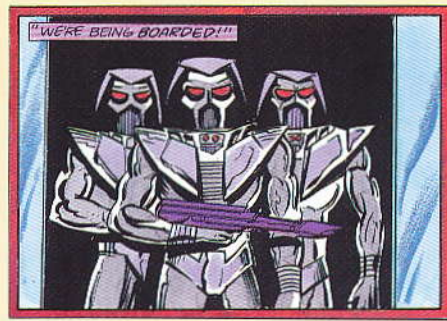
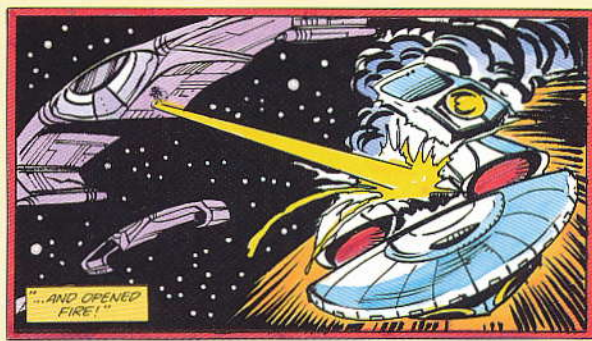


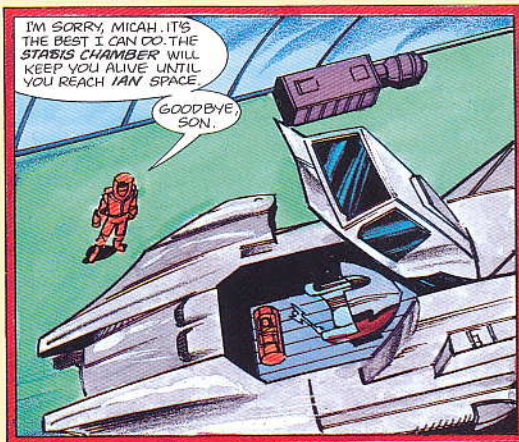
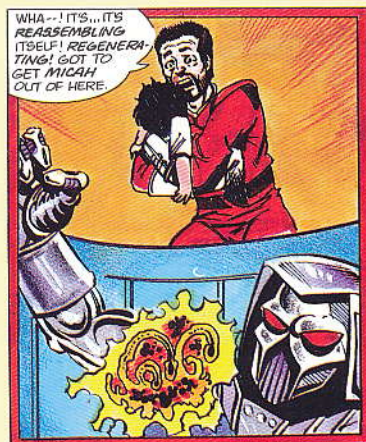
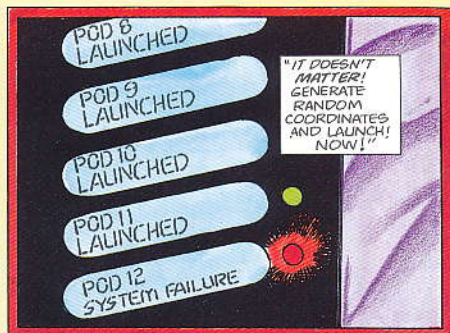
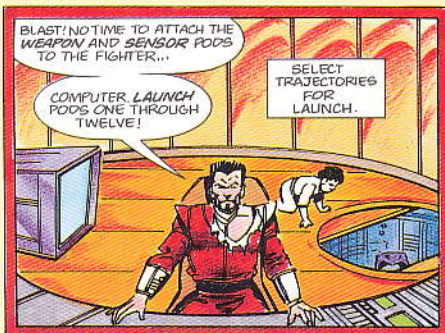


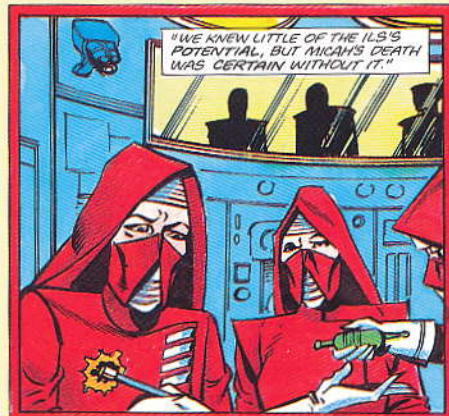
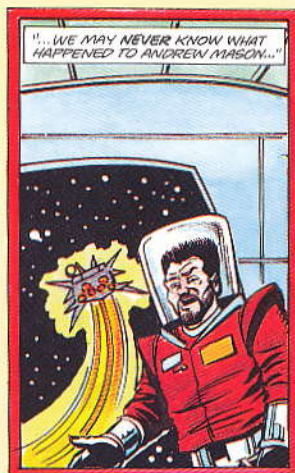












"...IT SURPRISED NO ONE WHEN HE CHOSE TO BECOME A ZONE RANGER."

ILS COWL/ALPHA-BOOST COMMUNK

EIDETIC RESPONSE/LOG SENSOR

NYGALIAN COLD-FORGED/DIAMOND-FILAMENT WEAVE ARMOR



HARDENED PLASMA FLECHETTE PROJECTORS

ZETRON CLASS-IV PULSE JETS



"NO ONE ON THE SCIENCE COUNCIL
COULD REFUSE HIM WHEN HE
APPLIED FOR HIS FIRST MISSION."

I WANT TO RETURN
TO THE SYSTEM BEYOND
THE HYPER HOLE. THE
REGENERATES MAY BE
A THREAT TO ALL
OF IAN!"

SO WE GAVE HIM WHAT
HE WANTED...A CHANCE TO
FIND OUT WHAT HAPPENED
TO HIS FATHER.

STRANGE
BOY.

"HE'S NOT A BOY ANYMORE, HE'S
A ZONE RANGER AND A
CYBERNAUT. THE ONLY ONE
OF HIS KIND."

"...AND HE MAY BE THE ONLY THING
STANDING BETWEEN US AND
WHATEVER IT IS THAT'S
HAPPENING OUT THERE."

THE BEGINNING...

CYBERGENIK RANGER™

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INSTALLATION

Cybergenic Ranger utilizes all of the 640K memory left after DOS, so be sure that there are no **MEMORY RESIDENT (TSR)** programs in the computer's memory. Additionally, you will need a **CONFIG.SYS** file with files and buffers as follows:

Files = 30

Buffers = 30

To keep things simple, it is recommended that you make a boot diskette containing **COMMAND.COM** and the **CONFIG.SYS** file mentioned above.

The program will require approximately 4.9 megabytes of your hard disk. Place disk 1 in the floppy drive and type **A:GO**. This will activate the installation program that will create a subdirectory called **CYBER** and copy the game files to your hard disk **C Drive**. Type **A:GO** [drive letter] without the colon [:] to install the program on a drive other than C. The program will prompt you when to insert the next disk. Simply repeat the procedure for all subsequent disks.

Upon successful completion of the installation process, you will be in the **CYBER** subdirectory with a prompt directing you to type **CYBER** to begin play.

For future play, while in the **CYBER** subdirectory, type **CYBER** and begin the adventure.

REALSOUND™ INFORMATION

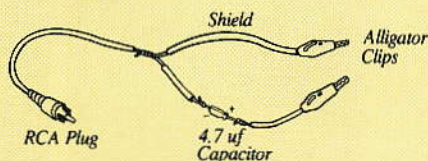
REALSOUND™ is a patent-pending technological breakthrough that allows your MS-DOS computer to play high quality digitized sounds such as speech, music and sound effects without adding any hardware. All the sounds you hear in this game are produced with **REALSOUND™**. The sound you hear is dependent on two main factors:

1. *Speaker Size and Placement* - MS-DOS computer manufacturers have always felt that high quality digitized sound was impossible, and therefore have never paid much attention to the speaker. The volume and quality of the sound you hear will be affected by the location and size of the speaker and by the speaker enclosure.
2. *CPU Speed* - Computers with clock speeds greater than 6 MHZ (such as Turbo) will tend to have higher quality sound than slower machines.

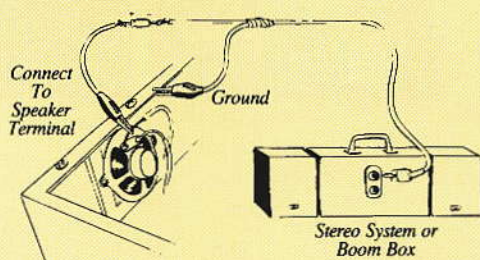
* Note - As we mentioned in our system requirements, CPU Speeds less than 10MHZ will tend to slow down game play severely due to the combination of sound and full screen graphics occurring simultaneously.

If the sound is especially low in volume on your computer, you might consider either replacing the 2" speaker with a 3.5" one or connecting directly to your stereo/boom box system with a special cable. (See Diagram) Be very careful when connecting this cable as improper hookup may damage your computer or stereo system.

User Built Cable



How To Install Cable



GAME OVERVIEW

You are Micah Mason, the Intergalactic Allied Nation's first Cybergenic Ranger. The illustrated story details how, as a child, you were critically wounded by an alien race during their attack on the research cruiser, *Startreader*. This onslaught resulted in your emergency transport back to I.A.N. Your parents, however, were never heard from again.

Your one chance for survival was to undergo radical surgery that replaced your damaged body parts with experimental, biomechanical components designed by your scientist father. Despite the successful surgery, your existence is overshadowed by the loss of your parents and the ever-present threat of the return of the alien race, known only as the Regenerates.

GAME OBJECTIVE

Your mission is to search the galaxy beyond the hyperhole to collect information and the pods which were launched by your father in a desperate attempt to protect technological breakthroughs. During your quest, you must build your inventory of weapons while perfecting your combat skills and strategies.

Your ultimate goal is to seek out and destroy the Regenerate stronghold. As the star system's first technically-enhanced human with special capabilities, you are the **ONLY** person qualified to accept this challenge!

DESTINATION DESCRIPTION

Startreader - This crippled research ship is your first stop. Here you receive information for your journey.

Denges Moon - (originally known as "Tombstone") This planet is no longer an ice planet due to atmospheric changes which resulted in a global thaw. You explore a long-abandoned salt mining operation where you find an antiquated saltshooter.

Antrymite - The ice planet where you must engage killer crabs, cliff cavemen, the ice cat and the Abominable Ice Monster.

Protite - A mist-shrouded planet whose unique alien inhabitants transform before your very eyes.

Promuta - You will encounter the bothersome insects, frogs and the man-eating drachnid in their swampy nesting place on this planet.

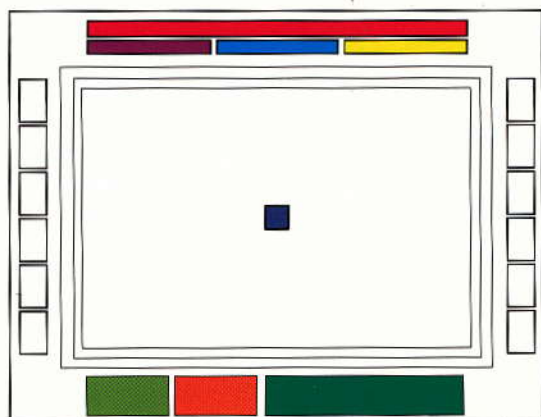
Chrystallia - A volcanic planet where you must cross a sea of lava to reach the Valley of Dry Bones.

Pyrobus - On this planet of fire, be wary of environmental elements.

Artica - Here, you will battle the part humanoid/part mechanical aliens on multiple levels who guard the Secret of the Seventh Planet.

INSTRUCTIONS

ILS COMMAND CENTER DIAGRAM



- | | |
|---------------|-------------------------|
| Energy Bar | Pods Acquired |
| Bomb Count | World Guidance Map |
| Salt Supply | Special Weapons |
| Missile Count | Character Response Area |

Energy Bar - This will gauge your remaining energy. You begin the game with a set amount of energy; however, if you are fired upon, hit by an enemy or an explosion, or suffer in any other manner, energy is lost. As the game progresses, you will have the capacity to gain and use more energy than before.

Bomb Count - This will gauge the number of bombs that you have. You do not begin the game with bombs, but as your skill increases, you will find a pod containing them. From that point on, you will build your bomb inventory by collecting them from aliens that you kill. Use your weapons for aliens that cannot be defeated with your regular laser fire. To deploy your bombs, press the minus(-) key.

Salt Supply - This monitors your supply of salt. You find your initial salt supply on Denges Moon. Afterwards, you can obtain more salt from the aliens you kill. Use the asterisk (*) key to engage the salt shooter and fire at an enemy.

Missile Count - This gauges the amount of missiles you have. You will find a pod during the course of the game that will give you missiles. As you use them, you can find more when you kill aliens. To use missiles, press the plus (+) key.

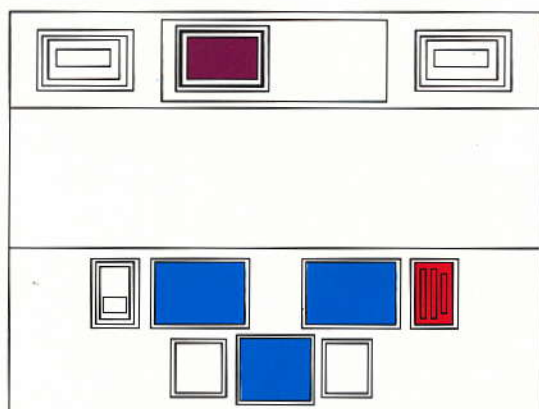
Pods Acquired - This section of the command center will tell you how many pods you've acquired. Andrew released twelve pods during the Regenerate attack. One pod malfunctioned and didn't launch properly; it was quickly thrown in your ship and transported with you back to I.A.N. You begin the game with this pod. It contains the World Map Guidance System.

World Guidance Map - The function of this map is to "see" the world layout, the location of the bosses and the doors. You are the yellow dot, the boss is the red dot and doors are blue. The black line is the path you take.

Special Weapons - This box indicates the weapons that you have (bombs, salt, etc.). Once you pick up a weapon initially, a picture of it will be displayed in this box. You may run out of that particular weapon (see the weapon counts to keep track) but the picture will remain because you have the *capacity* to carry that weapon. There is one weapon that is secret. Can you find it? If so, deploy it with the tilde (~) key - be careful, you can only carry one!

Character Response Area - The character's message will be displayed in this box when you press a key to talk to them. Not all the characters will have important information, but it is best to talk to them just to make sure. Use the F5 key to talk; action will stop until you press any other key to continue playing.

NEXXOS ARION FIGHTER BRIDGE DIAGRAM



- Text Screen ■ Destination Approach Box
■ Power Bars

Destination Approach Box - This box will display a small picture of the ship or planet(s) that you will be approaching during spaceflight.

Onboard Computer Screens - These screens will give you general recommendations for spaceflight, information on the approaching planets, and data on enemies in the area.

Nexxos Arion Fighter Power Bars - These bars gauge your remaining power during the spaceflight. The blue bar is your fuel, the yellow bar is your shields and the red bar is your energy. Remember, enemies in space can take your energy too!

CHANGING THE DIFFICULTY

To adjust the difficulty of game play, use the F8 and F9 keys to select a level between 1 and 5 (level 1 being the easiest). The F8 key is used to lower the difficulty, whereas the F9 key raises it. This feature can be used throughout the planet scenes for maximum challenge and enjoyment.

MICAH'S ACTION

To Kneel - use down arrow key

To Walk - use right or left arrow key

To Jump - use the enter key

To Fire (laser) - use spacebar

Some of these keys may be used in combination for a variety of action. Experiment with these keys on the first planet.

TEXT SCREENS

Text Screens will appear throughout the game to keep you informed of your progress. When you are through reading them, press a key to continue.

SPACEFLIGHT

To Fire - use spacebar

To Aim - use the arrow keys; the cross-hair must be touching the object that you are aiming at.

To Direct the Ship - use the arrow keys; the ship operates like an airplane (the up arrow key actually moves the ship down and vice-versa)

You won't be able to fire until you pick up the pod containing the ship cannons; however, you will have an opportunity to practice the spaceflight simulations early in the game.

FOR QUICK REFERENCE

For Laser Fire use spacebar
To Deploy Bombs use minus (-) key
To Use Salt use asterisk(*) key
To Deploy Missiles use plus (+) key
To Use Jets use backslash (\) key
To Talk to Characters. use F5 key;
press any key to resume play
To Save Game use F1 key
To Quit Game use F10 key
To Use the Secret Weapon use tilde (~) key
To Beam Out use escape key
To Jump use enter key
To Change Difficulty Level Down use F8 key
To Change Difficulty Level Up use F9 key

PODS

As you come across pods that have randomly landed on their respective planets, you will pick them up automatically (usually after you kill a big guy!). You use the technology of the pods to further your progress and abilities. Some pods will have technology that you will be unable to utilize because your father left no instructions.

ORBS

These are the orange orbs that sometimes appear after you've defeated an enemy. If you take them, they will give you energy. (Be careful, sometimes there are side effects!) But, remember, no matter how many orbs you pick up your energy will never go over the amount you are capable of carrying. This capacity will increase as you get further in the game.

JETS

Jets are a function of one the pods you will pick up. They can be used to propel yourself upwards in a difficult world or just to hover temporarily to avoid an enemy. However, the jets deplete your energy, so you must plan a strategy around their use.

TO SAVE YOUR GAME

Press F1 to save your game. Type in whatever you want (Your name for instance). The menu screen will appear. Press F4 to exit.

TO RESUME PLAY

To resume play, choose F3 from the menu screen. Type in the file name you created when you saved the game. You will be returned to the point in the game where you left off.

HOW THIS FEATURE WORKS

If you save your game before you kill the Alien Boss, you will return to the beginning of that world. You cannot advance to a new destination until you have conquered all of the aliens on the current planet. However, if you save your game after defeating the Alien Boss, your game will resume at the next world.

ADDITIONAL INFORMATION

If you save each world under a different file name, you can return to the world of your choice without having to start from the beginning.

HELPFUL HINTS

1. Tap **Down Arrow** to kneel & then fire to shoot low.
2. On a landscape, press **Up** or **Down Arrow** to scroll new landscape onto the screen.
3. On Artica, let the treadmills shove you to the left. When you're about to fall, walk right to the other edge. This should scroll plenty of new landscape onto the screen.
4. Remember to **Save** your game after you conquer a planet.

TROUBLESHOOTING

WHAT IF THE INSTALLATION PROGRAM IS ABANDONED?

Make sure there is at least **4.9MB** of space on the hard disk you wish the game to be installed upon.

Make sure you do not already have the **CYBER** directory installed on your hard drive. If you do, simply go to the **CYBER** directory and type: **CYBER**

If the game has never been installed, perform the command: **CHKDSK** on the game floppies to see if one is defective. See page 8 for replacements.

I TYPED "CYBER" BUT NOTHING HAPPENED.

Make sure you are logged on the drive the game is installed upon and in the **CYBER** directory before typing "**CYBER**".

I TRIED TO SAVE A GAME BUT NOTHING HAPPENED.

"Cybergenic Ranger" will only save a game while the player is beamed down to a planet sequence. It will not save during space flight, or special message areas.

Note: When saving a game, the computer will return to the main menu when finished. Simply choose "Continue a Game" to be on your way.

WHAT IF MY MACHINE LOCKS UP?

Make sure you have removed **all device drivers, memory resident programs** and have set your **CONFIG.SYS** file to include: **FILES = 30** and **BUFFERS = 30**.

Make sure you have at least **575k** available memory before typing "**CYBER**" to begin.

WHAT IF MY KEYBOARD LOCKS UP?

When typing **CYBER** to begin a game, hit space bar and add the letter **K** to the command.

(Example: **CYBER K**). This will instruct the program not to enhance the keyboard.

If the problem remains, just call 1-800-255-2374, toll free, and ask to speak to one of our technical advisors to get you back on your way to adventure.

REPLACEMENT PARTS

For 90 days from the purchase date of "Cybergenic Ranger - The Secret of the Seventh Planet", we will repair or replace, free of charge, any game component that is defective as a result of an error in the materials or workmanship. If you have discovered any faulty components, just call 1-800-255-2374 toll free and explain the problem to one of our operators. If your merchandise needs to be repaired or replaced, we will have you return the defective part(s) to us. We will then supply you with a functional product. However, if a component has been damaged or lost due to customer negligence and/or tampering, or if the 90 day warranty has expired, you may obtain replacement parts for a nominal fee. Please call our 800 number for more information.

LIMITED WARRANTY

Symtus Corporation warrants for a period of 90 days from the date of purchase that, under normal use, without abuse, misuse or unauthorized modification, the software will be in good working order and free of defects. This warranty is limited to the original customer and must be accompanied by a dated receipt unless a product registration card is on file. The liability of Symtus Corporation is restricted to repair or replacement, at its option, of any defective product within the 90 day period. Under no circumstances, should merchandise be returned without verbal or written permission from Symtus Corporation. Symtus Corporation shall not be responsible for any loss or damage to the product incurred during the return.

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CYBERGENIK RANGER™

Get Ready for the Journey of a Lifetime!

Your parents named you after the prophet Micah. You are the universe's first human with radical cybergenetic enhancement—and the only man to “see” with the Intelligent Logistics Sensor.

You can interface with your spacecraft, a Nexxos Arion Fighter, to achieve things that stretch even *your* imagination.

Your maiden voyage through the Pseudo Galaxy will be the most incredible *you* ever make, as you face unimagined dangers: ▲ Pyrobuss, the planet of fire ▲ The ruthless Dracnids on Promuta ▲ The frozen wastelands of Antrymite ▲ The volcanic eruptions of Crystillia ▲ A windswept planet called Protite ▲ Unseen Artica, shrouded in myth and mystery.

The star charts will be programmed into your computer. You must maintain the data, protect yourself on all fronts, and progress to the seventh planet inside the Hyper Hole.

Sharpen your senses. And summon all of your physical strength, moral courage, and mental tenacity.

You are about to begin the journey of a lifetime!

Education: The First Dimension

- ▲ Life-like full color graphics
- ▲ Digitized original music
- ▲ Hundreds of strategic decisions

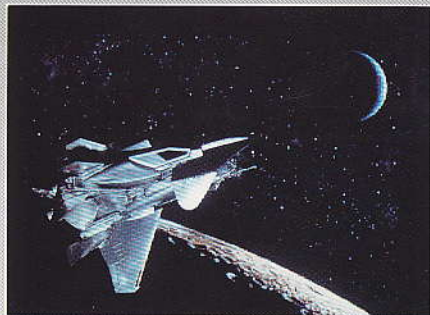
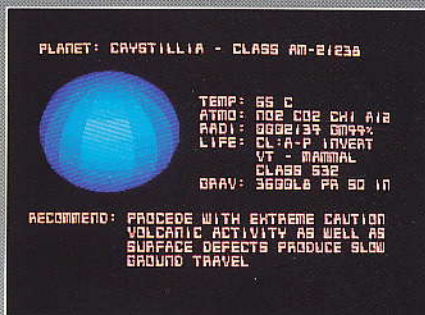
Encounters: The Second Dimension

- ▲ Smooth, animated combat and digitized SFX
- ▲ Amazing cybergenetic arsenal and “ILS” defense
- ▲ Struggles against nature and alien lifeforms

Exploration: The Final Dimension

- ▲ The ultimate in simulated space piloting
- ▲ A fully interactive 3-D environment
- ▲ Weeks of challenging, adventure and achievement
- ▲ Only the best will reach the objective!

The Next Dimension of Role-Playing Computer Gaming and Interaction



640K, 10mhz+

MS-DOS IBM, Tandy and MS-DOS compatibles
Disk Supports Graphics, EGA, MCGA and VGA
640K Hard disk required
3.5" & 5.25" 5.25" disks enclosed (3.5" coupon enclosed)



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